

SEGA Visions
OCT / NOV 1990
THE MAGAZINE FOR SEGA VIDEO GAME PLAYERS
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STRIDER IS AWESOME!
• Exclusive on Sega Genesis
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• Radical Gameplay
...you dare fight me?
The Master, from STRIDER
ALSO IN THIS ISSUE
PARTY LINE - Looks at companies designing hot games for Sega Genesis
THE HIGH POINT - Hot Shot high scoring Visions readers
PLUS - Game Reviews, Strategies & Hints for Sega Master & Genesis


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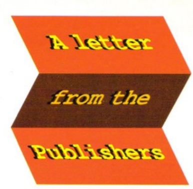
THE ASTONISHING STRIDER FEATURE STORY - PAGE 10



NEW: PAGE 22



IMPORTANT: HOW TO KEEP VISIONS COMING - PAGE 4



Hello, Sega Gamers:

Welcome to the second fantastic issue of SEGA VISIONS™, your exclusive hands-on guide to the latest in Sega excitement. VISIONS has game reviews, previews, the latest video news, and much, much more.

Judging from our readers' enthusiastic response, the Premiere issue was a smashing success. We're delighted with your compliments, critiques, creative ideas, and even your criticisms. We need your feedback to continue to offer the best video games and video game magazine around. So keep those cards and letters coming in. We love them all.

Sega gamers are the best. You didn't follow the pack when you chose your Sega system. You intelligently evaluated the field and discovered the Sega advantage. Your letters prove Sega is the leader in depth of play and quality of graphics, and you told us to let the world know.

And we are. Keep your eyes peeled this fall for our national advertising blitz. "Genesis Does What Nintendon't" shows the exclusive, hot, new games that Sega offers and "Nintendon't" – games like Michael Jackson's Moonwalker™, Joe Montana's Football™, Pat Riley Basketball™, Super Monaco GP™, E-SWAT™, James "Buster" Douglas Knockout Boxing™, Dynamite Duke™, The Sword of Vermilion™, Columns™ – the list goes on and on.

Plus, we've signed on 17 software development companies and plan to almost double that number by January, 1991. Tengen, Razorsoft, Seismic, and Electronic Arts are just a few that have joined the Sega team as third party licensees. And when you're buying their games, look for the Genesis Seal of Quality. This seal is your guarantee that the games that display it are Genesis-compatible and meet our high standards of action, graphics, and game play. Find out the latest news on all these great new games in every issue of Visions in our new section, "Party line" beginning on page 22.

We maintain our quality and excellence for one reason: you, the best and brightest video gamers. Together, you and Sega make an unbeatable team. Nintendo, beware! The Sega Generation is here!

Bob Harris & Al Nilsen
Publishers



VOL 1 ISSUE 2 OCT/NOV 1990

Publishers
Bob Harris
Al Nilsen

Editor-in-Chief
James Kurland

Editor
Arnie Katz

Managing Editor
MaryJane Surette

Senior Editor
Bill Kunkel

News Editor
Joyce Worley

Director of Operations
Kathleen Graveline

Operations Coordination
Naomi Okazaki

Correspondence Manager
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Associate Editors
Marjorie Gove
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Product Editors
Hugh Bowen

Games Strategist
Frank Tetro

Art Director
John Sprague

Assistant Art Director
Christine Barreira

Contributing Artists
Dave Sullivan
Susana Weber

Production Manager
John Sweeney

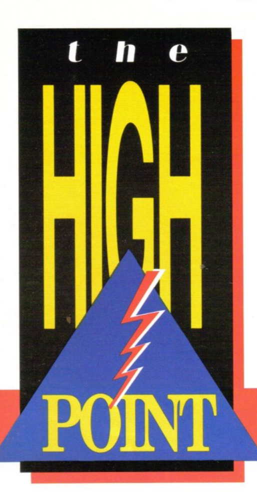
Production Associate
Gail Yazejian

DTP Consultant
Peter Ginsburg

Sega Visions™ is published bi-monthly by Sega of America, Inc., 573 Forbes Blvd., So. San Francisco, CA 94080 in conjunction with The Communique Group, Inc. and Katz, Kunkel and Worley.
Single copy rates are U.S. $3.50; Canada and Mexico $4.95.

Sega Visions is created and produced by
The Communique Group, Inc.
42 Glen Ave., Newton Centre, MA 02159


WHIP RUSH
In the 22nd century, Earth Defense Headquarters detected a huge unidentified object approaching our system. A probe revealed three of our own Alpha-type robot spaceships at its core. In the hands of a hostile alien intelligence, the ships had been transformed into a gigantic, heavily-armed, flying fortress – bent on destroying Earth! The defenses of Earth have all failed to halt the juggernaut. In a final desperate bid for survival, all resources have been expended to create one mighty jet fighter: Whip Rush. You must pilot Whip Rush on a noble mission to deliver mankind from certain doom!
AVAILABLE IN OCTOBER
RENOVATION PRODUCTS, INC. 987 UNIVERSITY AVENUE, SUITE 10, LOS GATOS, CA 95030
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RENOVATION PRODUCTS
SEGA GENESIS 16-BIT CARTRIDGE
LICENSED BY SEGA ENTERPRISES LTD. FOR PLAY ON THE SEGA GENESIS SYSTEM.
You are about to be transported 100 years in the future, where the latest wave in warfare is the New Age Power-Suit, or NAP – a robotic combat machine which gives the wearer unheard-of fighting ability. Your NAP can be equipped with up to 15 weapon, speed, and maneuverability options, out of 100 available – including flame throwers, land mines, and both hand-held and body-mounted firing equipment. With this kind of firepower to command, your only limitation will be your own strategic sense and combat savvy. The ultimate battlefield – the FINAL ZONE – awaits you!
AVAILABLE IN NOVEMBER
FINAL ZONE



Here they are! The first 5 Sega Hot Shots. Based on the scores these Sega Visions readers achieved, they make it onto the High Point Page and they each win a Sega T-shirt. Send us your best scores. You could be a Sega Hot Shot too!

SYSTEM: GENESIS
GAME: Arnold Palmer Golf
SCORE: 47 (25 under par)
READER: DONN R. MEYER
HOME: Evansville, Indiana

SYSTEM: Master System
GAME: OutRun
SCORE: 10,713,940
READER: STEFAN SMITH
HOME: Newark, New Jersey

SYSTEM: Master System
GAME: Forgotten Worlds
SCORE: 1,644,800
READER: MARK S. FARRAR
HOME: Stoneham, Mass.

SYSTEM: GENESIS
GAME: Revenge of Shinobi
SCORE: 11,888,880
READER: LEE VENTEICHER
HOME: Sheldon, Iowa

SYSTEM: GENESIS
GAME: Target Earth
SCORE: 4,637,598
READER: MAX LEONARD
HOME: Jenison, Michigan

HOT SHOTS

TO SHARE YOUR TRIUMPH WITH US:

- Take a photo of the screen showing your best score. HINT: Turn off the room lights and don't use a flash (it will reflect off the screen). You might want to take a couple of shots, just to be sure you get a good, clear one.
- PRINT your name, address, and age on the back of the photo, as well as the name of the game and your score.
- Send your photo to: SEGA VISIONS HIGH POINT
  PO Box 2607
  South San Francisco, CA 94080

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FRESH FROM THE SAGE
SHADOW
BLASTERS
SUMMON THE POWER OF HYPRION TO STAND DEFIANT IN THE SHADOW OF EVIL
Experience the supernatural Powers of Warriors from distant times as they roam the planet battling the forces of darkness, the phantoms of Ashura. Hurling the Flames of Justice they seek and destroy the scourge that has befallen the Earth.
Insector X
THEY'RE GONNA BUG YA!...TO DEATH!
Compared to these guys, killer bees are about as scary as a butterfly. In this awesome insect Empire you've got to be a fast gun! No can of bug spray will help you here. These giant mechanized insects mean business. Become too enthralled with the beautiful landscape and your daydream could become a nightmare.
Become ... Insector X!
A moment's delay could be your last!!!
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© TAITO CORP. 1989 - INSECTOR-X
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SEGA
GENESIS
16-BIT CARTRIDGE

MAILBOX MAILBOX MAILBOX

Wants More Megs

Dear Sega,

I have two comments to share with you. First of all, the Sega Genesis system is awesome. I've owned everything from an Atari 2600 to a Nintendo, and now I own a Sega Genesis. It puts them all to shame.

After reading the Premier Issue of Sega Visions, I learned that Genesis games have a maximum memory of 8 meg. I know that *Phantasy Star II* currently has the most memory of all Genesis games, 6 meg with a battery backup. How come you haven't produced a game with a full 8 meg? Are you going to in the future?

Charles Harwell
Davis, Kentucky

*Charlie, you must be clairvoyant! **Strider**, currently in production, is a full 8 meg of exceptional game play. And the word around Sega is this won't be the only Sega Genesis game that's over-stuffed with megs (and action)!*

A Fan Speaks Up

Dear Sega,

I'd first like to tell ya'll what a real relief for us Sega fans your new publication is. I've been a Sega user since several years ago, but have followed video gaming since the 60's. I've been a staunch Genesis supporter since it was first released.

What I feel we need more of is just plain straight information. About Sega the company, like history and its roots, and the people that program the games and answer questions on the phone. And last but not least, more in depth information on old as well as new games, and the future Sega is headed for. The better the support and information from Sega, the better the fan loyalty.

Thanks for this opportunity to speak up, and please do more computer sourced RPG's, eh?

J.D. Foster
Mandeville, LA

I like the way you think! Future issues of Sega Visions will provide exactly the type of information you want! And thanks for the great article ideas!

Requests Two-Player Games

Dear Sega,

First let me congratulate the entire SegaVisions staff for a superb magazine. I currently subscribe to five publications and your magazine surpasses all of them in color, print, strategies and reviews!

I have owned a Sega Genesis System since the summer of 1989 and I am the proud owner of 20 cartridges. However, I play most games with my younger brothers. Why not offer more two player games such as *Forgotten Worlds* and *Golden Axe,* or at the very least offer two player capabilities such as *Ghouls & Ghosts,* so another player would not have to wait until the end of a game to play. Whadaya Say, SEGA?

Richie R. Montalvo
Queens Village, NY

Richie, I've got good news. There are literally dozens of new games, many of which feature two-player action, coming down the production lines right now. You'll see the results of the stepped-up development very soon, (if you haven't already) both from Sega and from third-party licensees.

We love getting letters! Write to us with your comments, ideas, suggestions and opinions. This is your chance to let the gaming industry, and the rest of the gaming fans, know what you think. Send your letters to:

SEGA VISIONS
The Mailbox
P.O. Box 2607
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THUNDER FORCE™
III
Just when you thought you had seen it all . . .
A new challenge radiates forth from worlds beyond imagination. Surge through scrolling lava flows and the thrust of massive rock caves. Avoid losing control amid perilous bubbles in the murky depths . . . to encounter even greater challenges in realms of deeper dimension.
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Technosoft
SEGA
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17 COMPANIES HAVE EARNED THE RIGHT TO DISPLAY THIS SEAL.





TRECO Atomic Robo-Kid™
Trash mutant life-forms and save the earth in this radical adventure!



NUVISION ENTERTAINMENT INC. Bimini Run™
A unique, action-packed, high-seas adventure where strange sea creatures tax your skills.



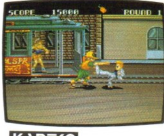
RENOVATION PRODUCTS Whip Rush™
A horizontal and vertical scrolling game where you operate a mighty jet fighter and challenge seven stages of shooting scenes.



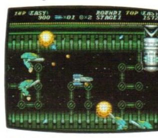
KYUGO TRADING CO., LTD. Cross Fire™
A shooting action game featuring helicopters in death-defying combat!



INTV CORPORATION Curse™
An intense shooter as you fly an attack craft through alien hazards to reach the ultimate goal—the quest of the Solar Grail!



KANEKO DJ Boy™
Rollerskate to action and win the ultimate street fight challenge.



SEISMIC Hell Fire™
Shoot or die in this horizontal scrolling shooting game.



SAGES CREATION Insector X™
Destroy insect worlds full of danger in this intense shooting game based upon the arcade hit.



TENGEN Klax™
Move fast and think faster in this strategic video challenge. Catch and arrange color tiles coming down conveyer belt—this is a scream!



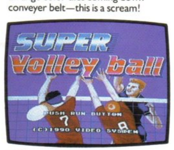
ACTIVISION Mondu's Fight Palace™
Role playing fun, hit music and great sound effects for 1 or 2 players—outrageous!



namco Phelios™
Apollo challenges enemies to rescue Artemis in this arcade classic with vivid graphics and animation.



ELECTRONIC ARTS® Populous™
Play God! Create the world or destroy it in a heartbeat. Control awesome natural disasters. The first game of its kind.



VIDEO SYSTEM Super Volleyball™
Total volleyball action that puts you in the game. Go for the spike—this is tournament play at its best!



DREAMWORKS Target Earth™
In this action space-fantasy game, Earth is under attack from an invading cyborg armada. Your mission is to protect the planet at all costs—Good Luck!



Razor Soft Technocop™
You're a cop, detective and road warrior of the future. Your mission is to rid society of radical gangs of punks and thugs. Arm yourself and aim straight!



Technosoft Thunderforce III™
Rush into a world of perpetual motion and experience the line scroll function for the first time ever.



Micronet CO., Ltd. Junction™
An action puzzle game. You must control blocks in order to pass designated points. But be careful to avoid deadly enemies as you proceed.

The Official Sega® Genesis® Seal of Quality.℠ It's your assurance that the games you buy for the Sega Genesis video entertainment system are compatible with Genesis and will provide you with high standards of quality in action, graphics and gameplay as part of the "commitment to excellence" that you've come to expect from your Genesis system.

And now seventeen renowned software companies from around the world have joined Sega Genesis in our "commitment to excellence" by maintaining our high standards in game development with their own games for the Sega Genesis system.

Look for these companies who have earned the right to display the Official Sega Genesis Seal of Quality.

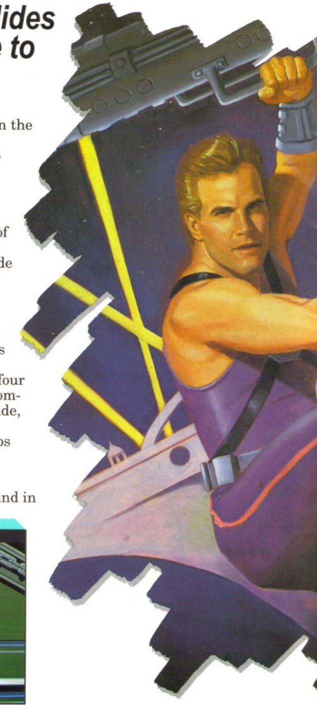




ARCADE ACTION HITS HOME

8
MEGA
MEMORY

Look out! Strider hang-glides straight from the arcade to your Genesis system!



Okay: try this. Get a really big bag of potato chips. Then get a little empty bag. Now put all the chips in the little bag without smashing them into potato powder.

Didn't work too well? Now try pouring an extra large soda into little glass without spilling a drop.

No way, you say? Well, that's sort of what it's like to take an arcade game with, say, 32 megabytes of memory, and turn it into a home video game cartridge with a lot less memory.

However, Sega has been pulling off this bit of electronic slight of hand, like when it brought Golden Axe home from the arcades. And they've done it again — spectacularly — with their number one arcade hit, Strider, scheduled for December release.

THE BIGGEST EVER

Strider lays claim to being the largest, most powerful home video game ever to light up a screen. It's the first and only game cartridge available in the U.S. with a full eight meg memory. That's four times the usual two meg of most previous Sega home video games.

As any gamer worth his control pad knows, this means there's four times the capabilities for unrivalled graphics, fluid animation, and complex game play. The home version of Strider is so much like the arcade, players will feel they ought to be pushing quarters into a slot.

In other words, Sega makes you believe it has gotten all its chips into the small bag.

THE RICHNESS OF THE ARCADE EXPERIENCE

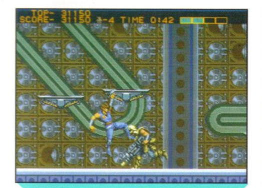
The home game has the same five levels of exhilarating action found in



First, you hang-glide into Russian territory.



Watch out for the flames that follow the muscleman, the first level boss.



You hang from a conveyor belt as the enemy advances. Watch out for laser shots.



Beware of the wolves in the snowy tundra. The friendly droid at your back can shoot and kill the enemy.



The Amazon women in the rain forest throw axes and boomerangs. Listen for their war chant.

the arcade version, as well as the multi-directional scrolling, awe-inspiring graphics, and outstanding animation. The game is so big, Sega estimates most players will enjoy 50 to 75 hours of play before finishing.

It took a team of seven Sega game pros close to a year to reprogram Strider for the Sega Genesis system. Artists, programmers, game designers, sound experts, and planners put in long hours building, in essence, a new game based on the original game play, but translated for less memory. A massive effort, yes. And one that paid off.

BEST GAME OF THE YEAR

Electronic Gaming Monthly took one look at Strider and named it Best Game of the Year, also awarding it Best Graphics in a Video Game. Citing Strider's "explosive graphics and crisp detail," EG called Strider "the best action game at the CES ... The character animation is near perfect ... Huge full-screen characters...blow everything else away!"

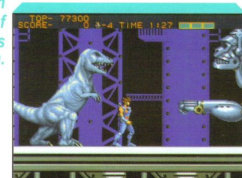
Grab some chips and soda and put your Genesis system through its paces. Be prepared for gaming unlike anything you've ever experienced.

FAR IN THE FUTURE, IN THE YEAR 2048...

Your trip through a futuristic series of five worlds begins when Strider hang-glides into a Russia subjugated by an evil syndicate bent on controlling the world.

Armed with a deadly laser sword and nimble acrobatics, Strider fights soldiers, mad dogs, monkey-like robots, Amazons, pirates with whips, and a giant Tyrannosaurus Rex, all leading to the ultimate battle with the ultimate enemy, the evil Master.

No home video game even comes close to the blazing action and incredible graphics of Strider for the Sega Genesis system.



You face gigantic bosses before you can meet the Master.



Thanks for all the great mail you sent in response to the Premiere Issue of Sega Visions! We have a lot of questions to answer this time, so let's get right to it!

The Game Doctor Answers The Most Commonly-Asked Sega Questions!

Q: ***I recently purchased the Power Base Converter for my Sega Genesis system. In the Premiere Issue of Sega Visions I read that there would be a Master System II. I was wondering if Master System II games will be compatible with the Power Base Converter?***

A: Not to worry. With the exception of 3-D games and Fighting Falcon, all games for the Sega Master System II™ are compatible with the original Sega Master System and Genesis Power Base Converter.

Q: ***I have been hearing rumors that Sega will be coming out with an American version of the Japanese Game Gear portable system. Is this true and, if so, what can you tell us about it? I was surprised not to see any mention of this new portable system in your Premiere Issue of Sega Visions. I've seen articles about it in several other leading video game publications. I know this product is still under development and details are still sketchy. Could you at least deal with some of these rumors?***

A: And that's precisely what the Game Doc is here for: to deal with rumors. Sega of America will be releasing a hand-held system in early 1991. Stay tuned for the full story in an upcoming issue of Sega Visions.

Q: ***Will the Sega Genesis system ever have a Light Phaser or 3-D Glasses?***

A: There are currently no plans for these peripherals for the Sega Genesis system; but Sega is working on new peripherals for both Sega Genesis and the Sega Master System.

Q: ***I've heard so much about the Sega Genesis modem; when will it come out [in America]?***

A: The modem has already been released in Japan, but it is used there largely for home banking. Sega of America wants to make sure that there is quality modem-based entertainment software in development before it considers releasing the modem in this country.

Q: ***I am a Sega fanatic. I am a converted Nintendo enthusiast and [now] give my Sega Genesis full attention. I have a few questions:***

1. ***The Mega Drive 16-bit in Japan has a CD-ROM. Is there one in the future of Genesis? (Please say yes!)***
2. ***There has been a lot of talk about a few games that I have not yet seen. For instance: Super Fantasy Zone and After Burner II for Genesis; are these games scheduled for release any time soon?***

A: Contrary to what you might have read or heard, the Mega Drive does not have a CD-ROM drive. Honest. There is a Sega CD-ROM currently in development, but before it turns up in the U.S., Sega of America wants to make sure there is plenty of quality software in development that makes use of the CD's capabilities.

As for Super Fantasy Zone, it isn't currently on the release schedule but After Burner II has already landed at your favorite Sega retailer.

Q&A QUICKIES: ***Eric Lehtinen of Bellevue, Washington wonders where he can get Sega T-shirts, caps and other merchandise. Well stick around, Eric, because the next issue of Sega Visions will feature the lowdown on how to obtain that coveted Sega merchandise!... As for the many readers who wondered how to subscribe to Sega Visions, here's the scoop. The first three issues of Sega Visions are being sent free to any Sega owner who sent in their warranty card. But starting in 1991, Sega Visions will only be available on a paid subscription basis. Therefore, make sure you turn to page 4 of this issue so you don't miss out on any upcoming issues of Sega Visions! So, until next issue, remember to send all questions, comments and (if necessary) corrections to:***

THE GAME DOCTOR
SEGA VISIONS
P.O. Box 2607
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GENESIS®
DOES

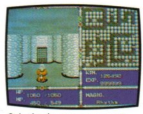
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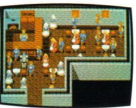
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TENDON'T.
WORD OF VERMILION.™

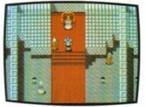

1. You start your journey in a village, meet shopkeepers, buy supplies, weapons, and trade-in your armor for magic potions.

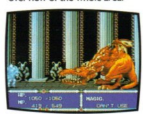

2. In the dungeons you meet a motley crew of characters, all seen from your point-of-view. On the right you see an overview of the whole area.


3. You go inside buildings and find customers walking around you can talk to. For more help, enter a store, house or sacred place.


4. Inside a building you defend yourself with a sword of gold against hooded wizards sent by the evil Tsarkon.


5. When you're making your way through the forest to the next town, you are attacked by scorpions which you defeat with a circle of magic.


6. You meet the mysterious Princess amidst all the pomp of this ancient court. Her two evil chamberlains are advising her against you.

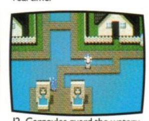

7. Advance into the fray against the dragon wielding your sword of diamonds, using your controller and fighting in real time.


8. Weary from your journey, you arrive at a restaurant where you can eat. Look out for poison.


9. You arrive at the Inn, where you can find out important information about what lies ahead. Be careful about who you trust.


10. Inside the Inn, you can rest and recover from battles, recuperate your health and replenish your magic points.


11. As you move through the forest between towns, you encounter a fireball which you must extinguish or destroy using the Magic of the elements.


12. Gargoyles guard the watery entrance to the floating village of Cartahena. Careful, there are more bad guys hiding in the dungeon outside town.

You're playing the most complex, most challenging adventure-role playing video game ever made—The Sword of Vermilion.™ Complete with battery backup—you'll enjoy over 300 hours of nonstop gameplay as you use maps and playing hints provided from a 100-page instruction book to get you through 14 winding mazes and 14 exotic towns. Plus you'll battle your enemies in real time. And when you explore the countryside and dungeons, the screen displays them from your own personal point of view.

In the world of The Sword of Vermilion,™ your father, Erik the Fifth of Excalabria, was killed by the evil Tsarkon of Cartahena. Your father's trusted servant Blade took you into safekeeping as a baby, and now eighteen years later, it's your mission to restore yourself and peace to the Kingdom.

In your quest, you must find the Eight Rings of Good, look for the Book of Fighting Spells, mix magic potions from ingredients you must collect and use them to ward off the evil minions of Tsarkon.

Explore Watling, Stow and Keltwick. Meet Mordegarde the Wizard and Bearwulf the loyal shield bearer. The Sword of Vermilion™ on Genesis from Sega®... You can't do this on Nintendo.®



GENESIS DOES IT ALL.

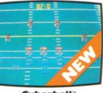
ARCADE GAMES:


Golden Axe™


Space Harrier II™


Super Hang-On™


Super Thunder Blade™



Cyberball™



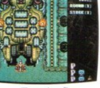
Michael Jackson's Moonwalker™


Altered Beast™


Ghouls 'n Ghosts™


The Revenge of Shinobi™


Rambo III®


Truxton™


Forgotten Worlds™



Super Monaco GP™



E-S.W.A.T. City Under Siege™



Afterburner II™



Strider™

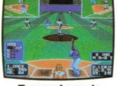
ADVENTURE GAMES:


Phantasy Star II™

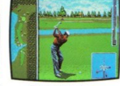


The Sword of Vermillion™

SPORTS GAMES:


Tommy Lasorda Baseball™


World Championship Soccer™


Arnold Palmer Tournament Golf™



Pat Riley's Basketball™



James "Buster" Douglas Knockout Boxing™



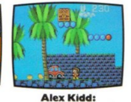
Joe Montana Football™

ACTION GAMES:

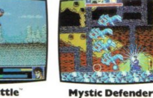

Thunder Force II™



Ghostbusters II™


Alex Kidd: Enchanted Castle™


Last Battle™


Mystic Defender™



Dynamite Duke™

STRATEGY/PUZZLE GAMES:


Zoom!™



Columns™

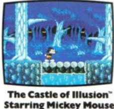

Herzog Zwei™

COMING SOON:



Dick Tracy®


Spider-Man®


The Castle of Illusion™ Starring Mickey Mouse









AFTER BURNER II™



Hang on to your seats, joystick jockeys, it's time to climb back inside the cockpit of perhaps the most famous combat jet in arcade history! That's right, it's time to turn on the afterburners and fire up the machine guns once again for a thrill-a-second shoot-'em-up called, appropriately enough, After Burner II.

For a pure adrenaline rush, After Burner II represents the razor's edge of home gaming. As the player streaks through the battle-scarred skies, launching air-to-air missiles and firing an endless barrage of machine gun fire, the ship can climb, dive, bank and even perform a 360 degree roll in order to evade the constant onslaught of enemy warheads.

After Burner II begins with the player's take off from the

Level select: when the game says "Start/Options", hold down all three buttons and press the start button. You will see "select stage!". Then, select your stage (up to 20), by pressing left or right on that screen.

deck of an aircraft carrier and continues over seas, forests, swamps and across the polar icecap as the player-pilot runs a gauntlet of oncoming enemy jets and missiles! The pseudo-first person, into-the-screen perspective used in the original game is reprised here with machine gun fire generated automatically, while the steering, air brake, missile launching and afterburner functions are assigned to the Genesis controller. After each stage is completed, the player's craft links up with a

To get extra missiles, use the following procedures during the rounds to get your missile count up to 100 automatically: Stages 3 and 13, hold left on the control pad and press button B. Stages 5, 11, 16, and 21, hold right on the control pad and press button B. Stages 9 and 19, press button B.

mothership for refueling and missile refitting.

The game's most compelling feature is its ability to simulate high velocity movement; After Burner II's aircraft slashes through the sky at such speed you can almost feel your face twisting under the imaginary G-force!

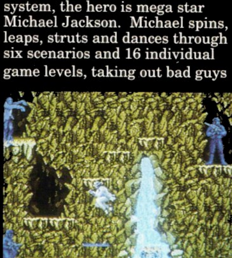
Grab your helmets and limber up those fingers, all you Top Gun wannabees, 'cause After Burner II will test your limits.



MICHAEL JACKSON'S MOONWALKER™

Children are being kidnapped in broad daylight! When the sun goes down, the dead rise and boogie through cemeteries in search of living prey! What's worse, these events are related to a sinister plot involving a secret gang of high-tech criminals!

This may sound like a job for some costume-wearing superguy, but in Moonwalker, an electrifying new action-adventure from Sega for the Genesis system, the hero is mega star Michael Jackson. Michael spins, leaps, struts and dances through six scenarios and 16 individual game levels, taking out bad guys with Bruce Lee-style punches and Fred Astaire-like kicks, rescuing the waylaid kiddies and saving the world!



When Michael has cleared a location of kidnapped kids, Bubbles, his pet chimp, appears to help take out the remaining bad guys.

The game begins at Club 30, a hot nightspot where the kidnapped children have been imprisoned. Michael enters, wearing his trademark fedora, flips a coin across the room into a waiting jukebox. The machine springs to life with Michael's hit, "Smooth Criminal." His Badness must then fight his way through the multi-floor hideout full of pool tables, pianos and pinball machines, while checking doors and windows for missing tots.

If Michael rescues all the children from the hideout, he advances to the "Bad" streets outside Club 30, where he continues his liberation of youngsters while battling a nasty street gang and their killer dobermans! From there, the Gloved One moonwalks through a graveyard full of restless corpses who are strutting to Michael's multi-platinum hit, "Billie Jean."



You can control how far your hat will fly by how long you hold down the A button. The farther you throw the hat, the more energy it takes, so don't throw the hat farther than you need.

The trail leads up a foggy mountain to a waterfall masking the headquarters of the super-scientific organization responsible for the kidnappings and other mayhem. Michael meets the real villains here: renegade scientists clad in anti-radiation suits and armed with laser rifles.

These techno-crooks not only kidnap kids and make deals with the undead: they've created a doomsday weapon which Michael must disable before it destroys the Earth! The Gloved One must rescue the last of the youngsters, fight his way to the heart of the stronghold, then battle the Evil Mr. Big!



Use the fire hydrant to bring down the young hoods. This is a good way to save your energy while getting the bad guys out of the way

The final round, using first person perspective, features Michael, now transformed into a laser-firing robot, shooting it out with Mr. Big, who is seated at the controls of his laser cannon.

In addition to its strong storyline and excellent sound and graphics, Michael Jackson's Moonwalker contains a number of less obvious delights. On most levels, Michael can use chairs, garbage cans and boulders to take out the bad guys. A well placed kick sends a chair rolling across the screen, toppling opponents like tenpins.

But Michael's greatest power is his infectious dancing

MICHAEL JACKSON'S MOONWALKER continued

Rescuing any of the children increases your energy. In higher levels, wait until some of your energy is depleted before you rescue a child.



ability! Pressing and holding the "Magic" button sends Michael into a dance routine that even his enemies can't resist! They join in but pretty quickly drop from sheer exhaustion since, after all, nobody can out-dance Michael Jackson!

Moonwalker combines traditional gaming values with state of the art sound and graphics in a sizzling entertainment package that will have game players moving and grooving.

Who's Bad? Michael Jackson is — and so is Michael Jackson's Moonwalker!



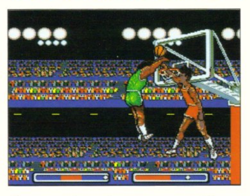
Aim for Mr. Big in Round Six! You'll see his tiny bald head sticking up just behind his super cannon.

Pat Riley BASKETBALL



Pat Riley has left the world of hardwood floors and technical fouls for the bright lights of a television studio, but he leaves behind some memorable accomplishments, including several NBA championships and one amazing video roundball simulation: *Pat Riley Basketball* for Sega Genesis!

Step in front of opponents that are being passed the ball, and you can sometimes steal the ball.



A one-or two-player game with three levels, *Pat Riley Basketball* can be played in either Exhibition (single game) or Tournament mode. The player then selects their five-man team from any of eight cities: Seattle, Denver, LA, Houston, Dallas, Detroit, New York or Boston.

When taking the ball out immediately after putting the ball into play, pass it two or three times and you will end up with the ball way down court near the rim.

The game employs several visual perspectives. A horizontally-scrolling angled side view shows most play sequences. Large, well-animated figures dribble, shoot and commit fouls. An arrow shows which athlete is under the gamer's direct control.

When a player goes for a slamdunk, a giant close-up, on-the-court viewpoint is substituted.

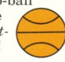
In this mode, the offensive player times the dunk to the sliding dot moving back and forth within a horizontal bar gauge.

When playing the computer, watch his selections and time outs. As the computer makes changes, watch and make similar changes, e.g. the computer takes a timeout and calls zone defense, and moves a man's position within the key. You can call time-out and switch your style of play to man to man, and move a high scoring player into a more desirable position in the key.

If a defensive player manages to position himself between the shooter and the basket, a second bar gauge appears which allows the defender to time his shot-blocking leap. Other alternative camera angles include a behind-the-player view on all 3-point shot attempts that allows the gamer to follow the balls trajectory from the shooter's hands to the basket.

Pat Riley Basketball also gives armchair coaches a chance to strut their stuff. Players are rated in four categories: Speed, Passing, Shooting and Defense and the player-coach can assign each team member to play either Zone or Man-to-Man defense.

So dry those tears, b-ball mavens; Pat Riley may be gone, but *Pat Riley Basketball* has only just arrived!



GHOSTBUSTERS™

A squadron of silly spirits has descended on your town! An earthquake has caused a supernatural spazz-out and now ghosts, poltergeists and even a giant, Stay Puff Marshmallow Man are stalking the streets!

Who ya gonna call? That's right: Peter, Raymond and Egon, those far-fetched spook-chasers known on both sides of the Great Beyond as the Ghostbusters!



Ghostbusters is a delightfully offbeat action-adventure in which gamers choose one of the three movie spook-chasers as their player-character, then embark on five assignments ranging from simple poltergeist phenomenon to the most heavily haunted castle in gaming history.

The gamer selects a character, then drives the distinctive company vehicle to any of four haunted locales. The first, dubbed "Home Sweet Home", is a small dwelling afflicted by poltergeists, giggly ghosts who like to levitate household objects to use against the 'Busters.

Each 'Buster is rated for Speed and Stamina and each resembles the corresponding actor in the "Ghostbusters" films. During game play, bar graphs monitor the character's Energy and Life, which the ghosts can drain. Remember: a Ghostbuster shoots first, and sucks up the ectoplasm later.

Other locations include the Woody House, a rural home besieged by flaming phantoms; an apartment house that an army of icy ectoplasmics has flooded, then quick-frozen; and a penthouse suite atop a luxury high-rise, currently under assault by the Stay Puff Marshmallow Man!

As the character searches, the high-rise, Marshmallow Man follows his progress by peeping through the windows (one of the neatest visual effects ever seen in a video game). Periodically, his huge, white fist punches right through a wall, knocking the poor Ghostbuster senseless!



Each Boss Ghost has a weakness or vulnerable spot that, once uncovered, will help you defeat him. Even so, Bosses can absorb a lot of punishment, so find the weak spot, then throw everything you've got at it!

Finally, the player faces his most serious challenge: a visit to the castle of Arthur the Evil Knight, and his collection of medieval horrors. The 'Buster must survive a gauntlet of dangers, like avoiding suspended blades and axes while swinging on vines, as he searches for The Storm's Calm, a legendary jewel at the heart of this ghostly uprising. When placed in a certain monument, the jewel creates an earthquake that sends the character

In the Apartment scenario, there is a shortcut the 'Buster can take in the first Encounter, but part of the shortcut involves a pair of frozen platforms. If the Ghostbuster doesn't leap quickly from one ice platform to the other, they'll melt and he'll be forced to take the long way around.



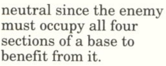
plummeting into an underground chamber filled with bats, supernatural cactus plants — and all the Boss Ghosts the player has already defeated! The Bosses must be refought, one by one, in a supreme test of gaming skill with the fate of the city, and your fellow Ghostbusters, hanging in the balance!

Ghostbusters is challenging, entertaining and funny; an epic arcade role-playing game with something for everyone! So, when you're in the mood for some heavy-duty video game spook chasing, what'cha gonna play?

Ghostbusters!

Strategy

HERZOG



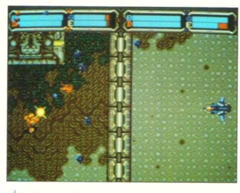
It is the future. The world is now ruled by the oppressive dictator, Herzog Eins. You are Ludwig, a high-ranking general who remembers the way it once was; the freedom of the lost Republic. Secretly, you gather an armed force and begin preparations for a tremendous revolt which will restore peace and harmony to earth...hopefully forever.

These are the most important things to keep in mind once the battle is under way:

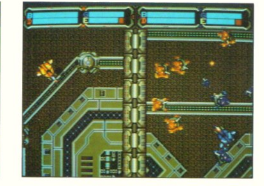




★ Start off by quickly placing a few low level forces around your base should the enemy be crazy enough to launch an immediate offensive.







★ Once done, scan the radar and begin taking over the closest two neutral bases. This is the MOST important strategy early on. Remember: you get money to build forces by increasing your sphere of influence. This can only be done by taking over bases.

★ Once a base is occupied, quickly bring in one or two stationary cannons and SAM-42 tanks. This will thwart most types of enemy attacks.

★ ALWAYS place a supply of trucks with re-supply orders at all occupied bases. This is also critical since once a unit runs out of power, it is useless and vulnerable until a supply truck arrives.

★ Should the enemy occupy a base fairly close to yours, send in a unit to attack and occupy. Sending in only one unit will be enough to turn the base back to neutral since the enemy must occupy all four sections of a base to benefit from it.

★ Try to fly only when necessary as it uses a considerable amount of energy. Instead, walk when necessary as an infantry unit and attack enemy outposts. This strategy will allow you to save your energy.

★ Once you've occupied at least two bases and have accumulated around $10,000, it's time to head for the enemies base. Start by building some heavy duty units such as TAX-52's or GMA-34A's and fly them towards the enemy base. Do not attempt this without having two or more bases along the way where the air-transport can refuel. You will not be able to fly straight to the enemy base without a pitstop or two. Once there, drop the unit with "attack base" orders, turn into the jet, and let a few rounds go (enemy permitting) before heading back to get the next unit.

★ The final piece of advice in Herzog Zwei is to never stop thinking ahead. As you transport a unit, think about what is needed next and begin construction on it the second you drop the other unit. If a unit isn't performing at a location, relocate to another location where it is needed. Remember, you can't win a great battle without a great plan!

In rounds A, B and C earn quick victories over the computer by attacking his base from the start. Don't waste your time trying to build up your bases. The only exception is the Abgrund Area. You'll need to set up only one base; it's best to set up as close as possible to the computers.

After you drop your weapon, and have placed your order, you may want to get yourself killed. This enables you to get back to your base quicker, and your order will usually be filled by the time you are powered back up.



If it's great new game titles you want, then that's exactly what you'll get. Sega has recently signed on 17 dynamite game companies to keep your Genesis control buttons busy and your brains burnin'. Party Line will tell you what's up and coming, what's hot and what you can expect from some of the best designing companies in the video industry.

Activision's *Mondu's Fight Palace* pits the player against alien martial arts fighters. Battles against bizarre aliens climax in a showdown with Mondu the Fat, the top heavyweight. The two-player mode allows Sega gamers to match creature against creature for the ultimate competition.

In Dreamworks' *Fire Shark,* a surprise land, sea and air attack shattered the calm of the South Pacific in 2020 A.D. All is lost until a time-travelling weapons expert arrives in a souped-up bi-plane with wing-mounted cannon and heat-seeking missiles!

Trampoline Terror, Dreamworks' chase game, ships in November. A menacing space fortress appears in the sky, surrounded by "trampoline sidewalks". Trampoline Tony bounces from one to another to trigger 32 self-destruct switches and avoid falls on the perilous journey through futuristic cities and swirling lava beds.

Electronic Arts' *Budakan, Populous* and *Zany Golf* are on retailers' shelves now. Coming soon is *Lakers vs. Celtics*.

High-seas action makes Nuvision's *Bimini Run* sizzle as the player races a speed boat to an island to save his kidnapped sister. Destroy the killer boats and choppers, or terrorists will conquer the world with mind-control machines.

Beanball Benny, also from Nuvision, features an ex-ball-playing taxidriver who uses his strong pitching arm to bean a band of thieves. This cartoon-style adventure shows the streets, subways and sewers where heroic hurler does his stuff.

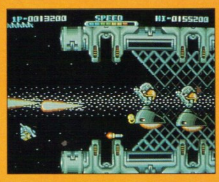
RazorSoft's *TechnoCop*, ready by December, sports many improvements over the original computer version to take advantage of Genesis' power. Enhancements include more color, faster action, and better sound.

WHIP RUSH

(Renovation Products/Genesis)

In the year 2222AD, three ships left an overpopulated Earth in hopes of discovering other worlds to colonize. After a long voyage, the crafts disappeared, shortly before sighting the planet Voltegeus.

It's now several years later, and a giant alien ship has appeared in the vicinity of Mars, headed directly for Earth. It's the Voltegians, come to conquer our favorite planet. The Earth puts all its resources behind the *Whip Rush*, a small but powerful one-man fighter craft which the player must maneuver over a variety of horizontally and vertically-scrolling backgrounds in this side-view shoot-'em-up.



Whip Rush **is a visually exciting and highly cinematic arcade contest with a unique feature: when a bonus target is hit, it begins to cycle through a series of letters, each indicating the strength and nature of the bonus weapon within. The player must time the pick-up of this object with the appearance of the desired letter!**





SEISMIC™

Technosoft™

namco®



Micronet CO., Ltd.

SAGE'S CREATION™



INSECTOR-X

(Sage's Creation/Genesis)

Insector-X is the toughest exterminator you've ever seen, an armored agent sent by the forces of civilization to single-handedly beat back an invasion of gigantic insects that make New York City roaches look like ladybugs!

This side-scrolling shoot-'em-up begins in the Egyptian sands and continues on through secret underground passageways and through metropolitan areas to the hive itself, where the ultimate confrontation between insect and Insector takes place. Along the way, special weapons and shot selections can be acquired by blowing up the large, drone-like bonus bugs.



***Insector-X* is an attractive and exciting arcade shoot-out that plays like a creepy-crawly dream!**

Techno Cop patrols the streets in an assault vehicle and battles street punks to save the day.

Renovation's *Whip Rush* turns the player into the jet-jockey hero of the same name. The aliens have battered Earth's defenses, and only Whip can win the final confrontation. Also from Renovation is *Final Zone*. The player dons the next century's supreme weapon, the New Age Power-Suit, to wield its 15 weapons against powerful warriors.

Seismic plans three games. *Hellfire* is a flying and shooting game in outerspace. *Land Buster* is a 3-D first-person tank adventure, and *Macress* is a land-air-water adventure in which the hero adapts to the changing environment through 90 action screens.

Tengen's *Klax* is a puzzle game based on the hit arcade game. *Hard Drivin'*, a 3-D simulator from the arcade game of the same name, gives the player on-screen dashboard and views the road through the driver's eyes.

Treco's *Atomic Robo-Kid* is a 17-stage, four-way scrolling blastathon. The synthetic warrior finds powerful weapons to help his search for the 'droid, Eve. Also from Treco is *Dando*, an action-packed role-playing adventure. The player challenges the evil god Dando, who wants revenge against a land that once defeated him.

Kaneko USA Ltd. has three Sega Genesis games in development. The horizontally-scrolling *Air Blasters*, an arcade game translation, puts the player in control of two fighter planes. In *Berlin Wall*, the player digs pits in blocks and then pushes the enemies into them for prizes. It also features

KLAX

(Tengen/Genesis)



One of the hottest games to hit the arcades in recent years is on its way to the Sega Genesis system — *Klax*, a kinetic sorting puzzle in the same genre as *Tetris, Welltris, Blockout* and *Columns.* In *Klax*, variously colored tiles move down a conveyor belt toward the player, whose job it is to stack the tiles in vertical, horizontal and diagonal rows, called "klaxes."

The game features extremely attractive graphics and makes marvelous use of sound effects, including warm applause at the start of each game and a sincere, collective sigh when the player loses.

***Klax* is a winner; one of the very best games of its type!**

two-player simultaneous play. *DJ Boy* mixes thrashing with street-fighting in the Big Apple.

Namco's home version of *Burning Force* features airbike and airplane air combat. Namco is also developing *Phelios*, from the 1989 arcade game based on a Greek Myth in which Apollo rescues Artemis.

Blast bugs in *Insector X* from Sage's Creation, based on the popular arcade game. The player must destroy the cyborg bosses of the insect kingdoms, in the desert, field, city sewers, jungle and underground. Another title by the same publisher is *Kageki*. Funny-looking thugs cause mayhem in this comical street fight.

Technosoft's *Thunderforce II* is a horizontal scroller, featuring stronger weapons and larger characters than the original. It also boasts real voice, clear sound, and stereo effects.

Sports fans will like Video Systems' *Super Volleyball*. The 16 teams can do all the moves, including two different spikes!

Japan's Kyugo has *Cross-Fire*. Hawk, the helicopter pilot hero must destroy international drug organizations.

MicroNet USA's *Junction* is an action puzzle game. The player controls blocks so that the character will pass designated points. Avoid enemies as you proceed.

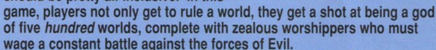
There you have it. That's almost three dozen new games, and that's just for starters. Party Line will deliver all the latest news in each issue of Sega Visions. So don't miss a single one. And remember, when you're buying a Genesis game not made by Sega, look for the Genesis Seal of Quality to be sure you're getting the right stuff!

POPULOUS

(Electronic Arts/Genesis)



As the popular song tells us, everybody wants to rule the world. In that case, the potential audience for Bullfrog Software's epic *Populous* should be pretty all-inclusive. In this game, players not only get to rule a world, they get a shot at being a god of five *hundred* worlds, complete with zealous worshippers who must wage a constant battle against the forces of Evil.



Initially, the player is a fairly weak deity, capable only of simple terraforming (the ability to change the surface of a planet so that it is more suitable for habitation), but with the fullness of time the player's people will spread out over the world, become Crusading Knights and drive the worshippers of Evil from the land. Then it's on to another world and another battle between Good and Evil.

***Populous* uses an attractive game board and an icon-based interface which allows the player to move easily over each of the five hundred worlds. In computer form, this was Video Games & Computer Entertainment magazine's Game of the Year in 1989.**



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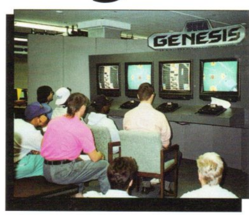




Genesis gets an A+

Get out the shades and surfboards, dudes. You just might be one of the thirty top Sega Genesis gamers from across the U.S. who will be hitting the beach in Hawaii this December for the final showdown in *The Sega Genesis Video Game College Tournament*. Offering $200,000 in prizes, the tournament is challenging students this fall at over 60 colleges and universities.

After a day of warming up with unlimited free practice on all the latest Genesis games as well as Michael Jackson "moonwalking" and Joe Montana football passing contests, Genesis gamers hunker down for the title of Best Player on



Campus and an opportunity to be selected to compete in Hawaii.

The four top winners on each campus win $250 for first place, $100 for second place and two third place winners receive $50. In addition, each will receive a Sega Genesis system. Other on-campus prizes include Genesis T-shirts and Burger King food certificates. There's also an opportunity to win a 1991 Jeep Wrangler.

Meanwhile, in addition to airfare and hotel accommodations in Hawaii, 30 top players from the 60 school tournament challenges will compete for the grand prize Eagle Talon TSi all wheel drive vehicle. Second, third and fourth place winners will receive $2500, $1500 and $1000 respectively for their outstanding game play.

Don't touch that dial!

Sega's "Genesis Does What Nintendon't" advertising campaign hit the airwaves in September and runs nationally through December. "Our loyal players have told us that they want Sega and Genesis to be household words and we aim to please" says Bob Harris, co-publisher of Sega Visions and Sega's Director of Marketing Services.

Watch for the commercials featuring Sega game celebrities & their games: Michael Jackson's Moonwalker, Joe Montana's Football, James "Buster" Douglas' Knockout Boxing, Pat Riley Basketball, Tommy Lasorda Baseball, and Arnold Palmer Golf. The ads show what savvy Sega gamers gave known all along: that Genesis, with Sega's arcade supremacy behind it, beats the pants off Nintendo's 8-bit system. Every time.

Michael Jackson struts for Sega

Lights! Camera! Action! Michael Jackson has a new music video out promoting Moonwalker, the Genesis video game he designed with Sega. In the game, Jackson sets out to save children from the evil, kid-hating Mr. Big.

Singing and dancing, Jackson uses magical power to combat his enemies in six levels of non-stop play. Based on Jackson's Smooth Criminal and Moonwalker videos, the game features the mega-star's dance moves, music, and actual voice with 9 channels of stereo sound.

Look for this new Jackson music video in movie theaters and for the new Jackson video game at your favorite Sega retail store.

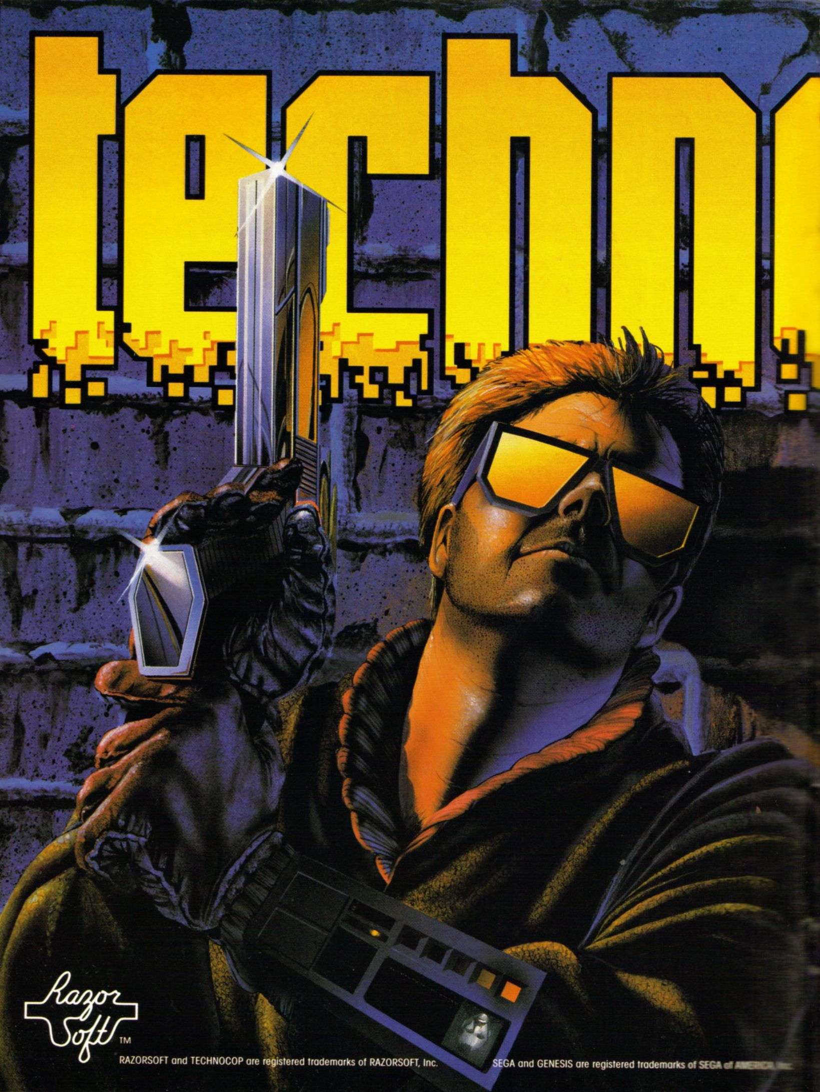
Comic book capers

Adjust your fedora and get ready to run up the sides of buildings: two of America's favorite characters will soon be playing on Genesis. Dick Tracy and Spiderman are gearing up to challenge gamers in soon-to-be-released cartridges.

In Dick Tracy, you're the legendary detective who matches wits with the infamous Pruneface, Flattop, and other nefarious villains from the original comic strip. This action packed video game gives Sega gamers two ways to play and non-stop machine-gun excitement.

In Spiderman, your job is to capture such tricky criminals as Mysterio and Dr. Octopus. As you would expect, Spiderman can climb tall buildings using his sticky web and is able to swing from skyscraper to skyscraper in his pursuit of these evil criminals.

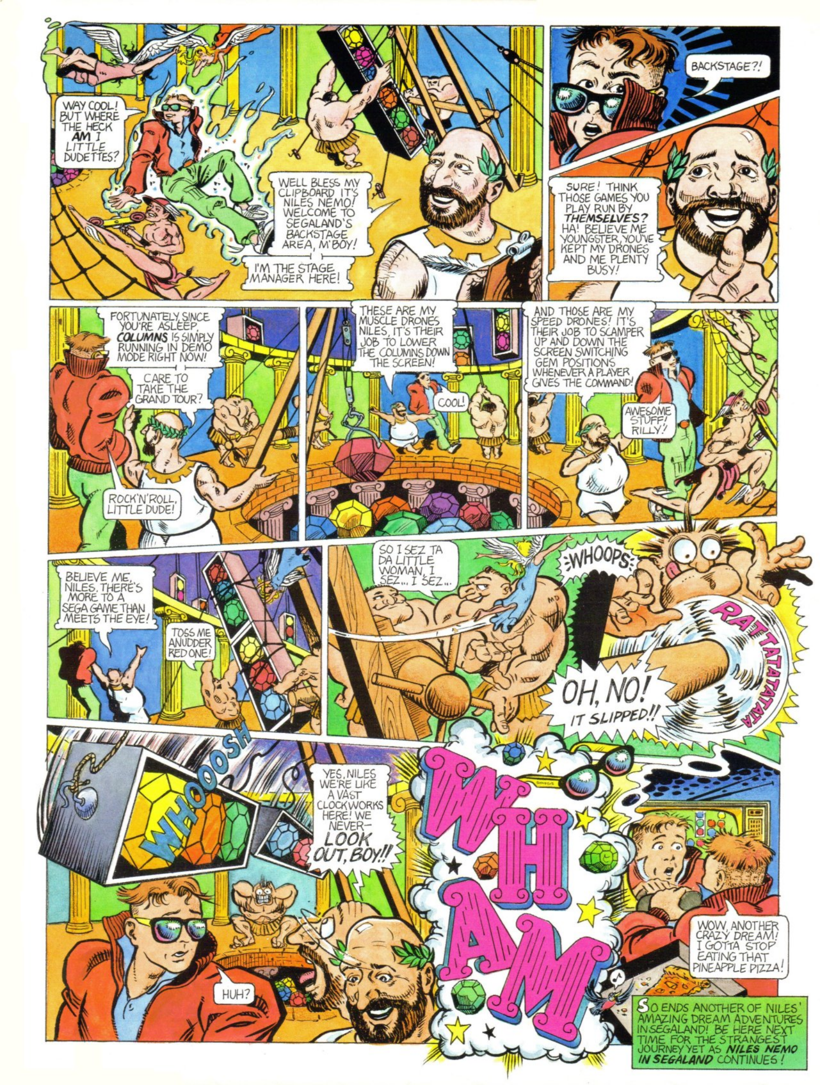
Look for more in-depth reviews in an upcoming issue.


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"I OPERATE ALONE ...the D.O.A. Punks are out to stop me, but I've got orders to bring them in or drop 'em dead.
To entice their cooperation, my VMAX TWIN-TURBO Interceptor is equipped with APACHE Side-Mounted cannons and PULSE long range nuclear torpedoes.
Packing a .95 Auto-Mag, designed for internal explosion of human targets and a TONARI snare gun... I play to win."
— TECHNOCOP
NOT SUGGESTED FOR CHILDREN UNDER 12


NILES HAS BEEN PLAYING COLUMNS A LOT LATELY...
GENESIS
HE'S REALLY INTO THIS GAME!
WHAT'S WITH NILES? HE'S BEEN STANDING THERE FOR FIFTEEN MINUTES!
I'M NOT SURE! HE TOLD ME HE WAS WAITING FOR THE COLUMNS TO LINE UP– WHATEVER THAT MEANS!
OUSE OF PI
WALK
NO TURN ON RED
IT SHOULD COME AS NO SURPRISE, THEREFORE...
THAT WHEN HE GOES TO SLEEP...
GOTTA BEAT MY BEST SCORE...
NILES NEMO
BACKSTAGE
IN SEGALAND
STORY: BILL KUNKEL
ART: DAVE SULLIVAN
HE DREAMS OF COLUMNS?
WHOA! SERIOUSLY OUTRAGEOUS SCENARIOS!


WAY COOL! BUT WHERE THE HECK AM I LITTLE DUDETTES?
WELL BLESS MY CLIPBOARD IT'S NILES NEMO! WELCOME TO SEGALAND'S BACKSTAGE AREA, M'BOY!
I'M THE STAGE MANAGER HERE!
BACKSTAGE?!
SURE! THINK THOSE GAMES YOU PLAY RUN BY THEMSELVES? HA! BELIEVE ME YOUNGSTER, YOU'VE KEPT MY DRONES AND ME PLENTY BUSY!
FORTUNATELY, SINCE YOU'RE ASLEEP, COLUMNS IS SIMPLY RUNNING IN DEMO MODE RIGHT NOW!
CARE TO TAKE THE GRAND TOUR?
ROCK'N'ROLL, LITTLE DUDE!
THESE ARE MY MUSCLE DRONES NILES, IT'S THEIR JOB TO LOWER THE COLUMNS DOWN THE SCREEN!
COOL!
AND THOSE ARE MY SPEED DRONES! IT'S THEIR JOB TO SCAMPER UP AND DOWN THE SCREEN SWITCHING GEM POSITIONS WHENEVER A PLAYER GIVES THE COMMAND!
AWESOME STUFF! RILLY!
BELIEVE ME, NILES, THERE'S MORE TO A SEGA GAME THAN MEETS THE EYE!
TOSS ME ANUDDER RED ONE!
SO I SEZ TA DA LITTLE WOMAN, I SEZ... I SEZ...
WHOOPS
RATTATATATATA
OH, NO! IT SLIPPED!!
WHOOOSH
YES, NILES WE'RE LIKE A VAST CLOCKWORKS HERE! WE NEVER— LOOK OUT, BOY!!
HUH?
WHAM
WOW, ANOTHER CRAZY DREAM! I GOTTA STOP EATING THAT PINEAPPLE PIZZA!
SO ENDS ANOTHER OF NILES' AMAZING DREAM ADVENTURES IN SEGALAND! BE HERE NEXT TIME FOR THE STRANGEST JOURNEY YET AS NILES NEMO IN SEGALAND CONTINUES!

Gentlemen, to your planes — it's time to play Aerial Assault, a pulse-pounding, side-scrolling air combat contest!

Aerial Assault sends players on a variety of missions in several airborne settings. The on-screen fighter jet is seen from a side perspective and the player can move it up or down as well as increase or decrease speed.

The video gamer's jet fires at a variety of enemy targets — several kinds of fighters, sea-to-air missiles. submarines, battleships, and even ground based anti-aircraft batteries found on a series of small islands — from a front-mounted cannon and can also drop bombs. Special weapons and bombs are acquired by blowing up the black spinning enemy fighters and capturing the bonus icons that are released when they explode. These special weapons are mostly in the nature of multiple warhead projectiles which are launched in a variety of special configurations: fan, burst, directional, etc.

The graphics are as spectacular as its subject matter. As the player accumulates more and more bombs and special weapons, it becomes possible to almost fill the screen with deadly pyrotechnics! The progressively more challenging missions include an attack on the mammoth battleship Vinsk and a fantastic air battle high above the clouds.

Aerial Assault brings contemporary visual frills to a classic game idea and produces one of the most compelling and playable video shooters around!



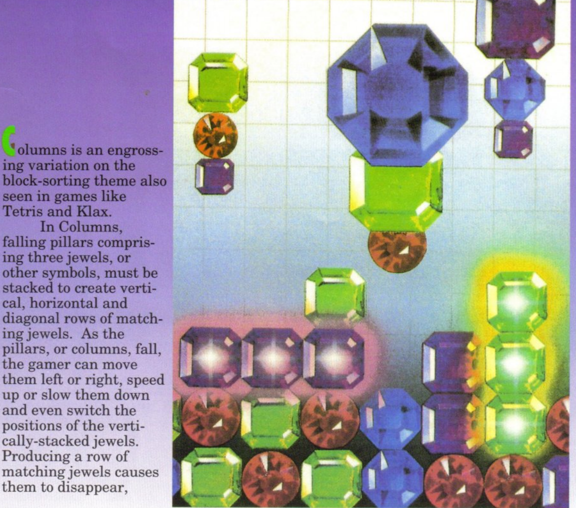
During the title screen, press up on the number 2 controller. While pushing up press 1-2-1. You should see a capitol T in the right hand corner. Press button one and you get 9 lives. Button number 2 gives 99 bombs.





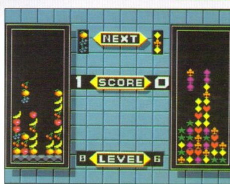


COLUMNS



Columns is an engrossing variation on the block-sorting theme also seen in games like Tetris and Klax.

In Columns, falling pillars comprising three jewels, or other symbols, must be stacked to create vertical, horizontal and diagonal rows of matching jewels. As the pillars, or columns, fall, the gamer can move them left or right, speed up or slow them down and even switch the positions of the vertically-stacked jewels. Producing a row of matching jewels causes them to disappear, which is the object of the game. Remember, the game ends if the columns reach the top of the screen.



Gamers are helped out by the appearance of the next column to appear in a window at the top left corner of the screen.

The Sega Master System version of this game actually boasts features not found in the previously released 16 bit Genesis version. Gamers can opt to use fruit, dice or other symbols in place of the traditional jewels. Additionally, the difficulty level can be fine-tuned by setting the number of different objects contained in each column (four, five or six) and determining the speed at which the columns fall.

Columns can be played alone, with two-player or even versus the computer in either single or multi-match formats. There is also a "Flash" version of the game which may appeal to some players even more than the original format. The Flash game begins with several horizontal rows of columns already in place at the bottom of the screen. One of the jewels in these columns is flashing as the game begins and the object is to eliminate that jewel.

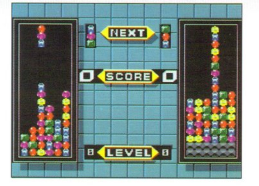
A classic action-puzzle, Columns should keep players coming back for more!

Learn to think ahead; each time a matching threesome of jewels is made, the entire board will be reconfigured. Consider the result of each match before you make it and set up other columns to benefit from it!

While a column falls, try switching the position of the jewels randomly; it may inspire a match!

After the column has landed, you still have two more chances at the last second to rearrange the jewels; use this time to your advantage!

When the action gets too quick to really control, look for one color to concentrate on, like red. Try to get all the reds into position or at least in the same portion of the screen and hope that when they land they will fall into place.



E-SWAT™

You're a policeman in a high-tech future where criminals have all the advantages of tomorrow's super-science in their corner. Fortunately for society, so do you. In E-SWAT, the player guides a special law enforcement officer on a series of side-scrolling arrest missions, in the course of which he acquires an amazing super-suit, complete with cannon and other special effects!

When facing the last round boss, your best weapon would be the flame weapon.

At the start of E-SWAT the player-character is merely flesh and blood, armed with a simple handgun and a prodigious leaping ability. He must assemble his special exo-skeleton by collecting a series of bonus icons as he moves through the first scenario. If your future-cop can make it through this rugged initiation and then defeat the bizarre Boss of this level, he will then don his cyber-armor before beginning a second assault on crime.

The bosses that are mechanical are the most difficult to destroy. When facing them you must use your most powerful weapon.

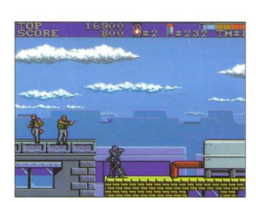
Once he dons the super-suit, the character can fire a variety of projectiles from a cannon mounted to his arm while maintaining his jumping skill. The exo-skeleton also acts as a protective shield but it can be blown off his body, piece by piece, as a result of being hit by enemy fire.

One of the elements which makes E-SWAT unique is the fact that criminals appear on-screen from both the right and left, unlike the traditional horizontal-scrolling shooter game in which enemies appear only from the right side and march toward the player-character like lambs to the slaughter. Additionally, snipers periodically appear in second-story windows to keep you on your toes!

The Bosses are a bizarre and unsavory lot. One slimeball hides behind an old woman in a wheelchair while another transforms himself into a gigantic, indestructible ball, capable of crushing our hero flatter than week-old soda pop!

The sound and graphics in E-SWAT are state-of-the-art for 8-bit video games and are guaranteed to draw players quickly into the action. The numerous background objects are well integrated into the gameplay, with the player able to engage criminals in shootouts while crouching behind a crate or other obstacle.

E-SWAT takes you into an exciting future landscape full of dangers and challenges capable of testing even the sharpest reflexes and keenest eyes! Before booting up this game, players would be well advised to remember the familiar caution from the popular police drama "Hill Street Blues" and "Be careful out there!"



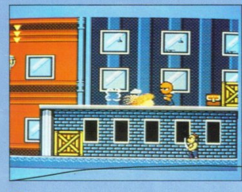


Strategy

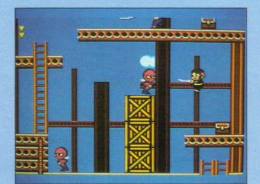
ALEX KIDD IN SHINOBI WORLD

The evil black ninja has returned! Worse yet, he's kidnapped Alex's girl friend and threatens to destroy Miracle World! Alex, grabbing his ninja sword and armed with white ninja magic, gets ready to battle the forces of evil once again.





- The secret to Shinobi World is to walk slowly and carry a big sword. As Alex moves, enemy thugs will appear suddenly. Players running along too fast may inadvertently collide with the enemy.
- Never run away from an enemy. Another foe almost invariably appears to block any retreat, and it's harder for Alex to fight when surrounded.
- Always climb the lampposts to activate the fireball magic. The posts are often situated right before a dangerous zone.
- Study the enemy's firing patterns and attack when they are vulnerable. The boomerang ninja, for example, throws his weapon and it takes three seconds before it returns. Count this out, jump the boomerang and attack the helpless ninja.
- Keep a keen eye out for treasure chests and make every effort to grab them. They always contain something very valuable.

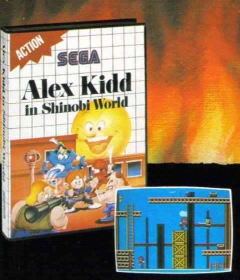




- When you see a horizontal bar, press button 2 while pushing "up" on the direction control pad. Once Alex grabs the bar, press button 1 for a few seconds. This turns Alex into a ball of fire which can be directed to break through thick walls!
- Alex can destroy golden blocks by swinging the sword at them. To eliminate blocks below Alex, simply squat and press the sword button.
- Engage the head bosses with caution. Start by sneaking slowly towards him in an effort to stay out of his firing range long enough to study the attack pattern. When ready, attack from different angles until he blinks as a sign of a weak spot. Then, let 'em have it!

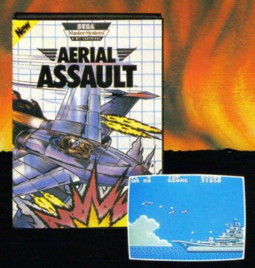
JUST ARRIVED!

HOT NEW FOR YOUR SEGA®



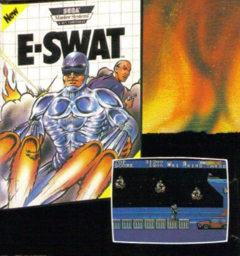
Alex Kidd in Shinobi World™

This is the toughest challenge yet for Alex. It will take cunning and skill to do battle with the dreaded Ninja Warriors. Battle your way through four levels and overcome countless enemies before you finally confront the evil Dark Ninja.



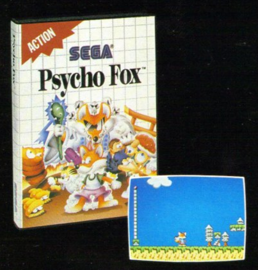
Aerial Assault™

Blast your way through five missions as you pilot a 21st century Assault Fighter. It takes some fancy flying and even fancier shooting, to wipe out all the N.A.C. invaders before they take over the planet. Buckle up for safety and start firing.



E-SWAT™

Stay glued to your weapons through five grueling levels. You have the ultra-tech armor and weapons for the job. The question is, do you have the guts for the challenge?



Psycho Fox™

Ever heard of a fox that saved the world? What about the one that can transform into other animals, overcome countless obstacles and defeat the evil Madfox Daimyojin? Don't look at us, you have to play the game to understand what we're talking about.



Golden Axe™

One of the greatest arcade games of all time is now available for the Master System. Battle your way through five levels of endless bandits on your way to recover the Golden Axe. Not recommended for the weak of heart.

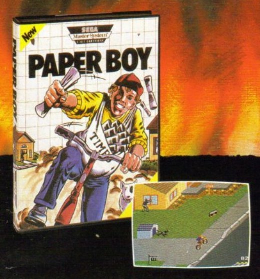


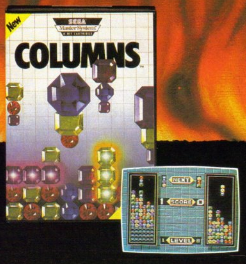
Dead Angle™

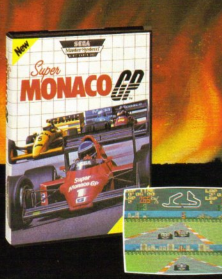
Step back into the 30's, when the mob was more than something you read about in books. Target practice was never like this. Shoot your way through six levels of pistol packing thugs as you clean up the streets and save your girl Jane.

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TITLES MASTER SYSTEM™







Paperboy™

You are the new neighborhood paperboy. Sounds easy enough. Watch out for the breakdancer, a dog or two, construction workers, an occasional lawn mower or baby carriage. Nothing to it…Just another day in the neighborhood.

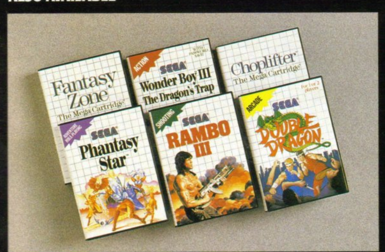
Columns™

This mesmerizing game of skill and chance, will test your ability as you manipulate a king's ransom in glittering jewels as they appear on your screen. The better you get the faster the jewels will fall. It's guaranteed to challenge your mind, not just your trigger finger.

Super Monaco GP™

Fly up the long straightaways, and downshift into the neck-wrenching hairpin curves. This game sends you around 16 of the most demanding tracks on earth in the hottest racecar ever built, the Formula 1. Start your engine, and put the pedal to the metal.

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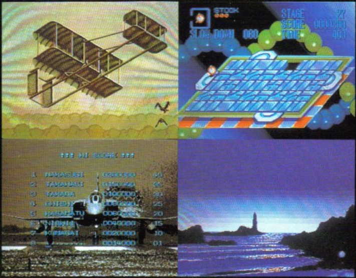


16-BIT CARTRIDGE

JUNCTION

Licensed by **KONAMI**

Available November 1990



Fun to watch, and even more fun to play. JUNCTION is an action game masterpiece!

By moving only a single block the entire course changes, and enemies appear to block your path · · · or maybe a valuable item appears to help you get through.

Beautiful graphics and superb sound affects have both been upgraded to the hilt.





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The only Sega® Genesis® game with real NBA teams—1990's eight playoff contenders plus the East and West All Stars.

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The only one with real signature moves, too. The slams, jams, and three pointers that made the stars famous.

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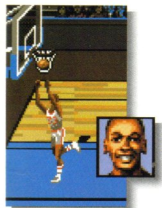
In other words, action as big and intense as basketball itself. Big sound. Intense graphics. Killer animation. For one or two players.

You think you can find this level of play anywhere else? Come on, get real.

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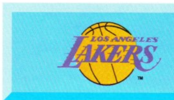


Rule the court. *Full-court action with everything from fouls to fast breaks. All to the tune of a sizzling stereo soundtrack.*



Jordan's Air Show. Find out what life's like above the rim.

Bird in Flight. Nothing but net.













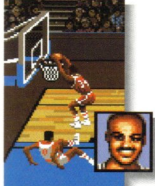








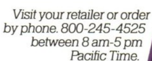
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Barkley's Gorilla Dunk. *Charles is a real animal.*

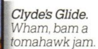


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Clyde's Glide. Wham, bam a tomahawk jam.



COMING ATTRACTIONS

SWORD OF VERMILION
Genesis System

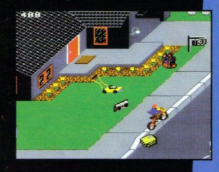
The army of the evil King Tsarkon of Cartahena has swept down upon and crushed Excalabria, a gentle land ruled by the good King Eric V. As his castle burned around him, King Eric summoned his most faithful retainer, Blade, and entrusted to him both his infant son and the fabled Ring of Wisdom. Blade fled as Tsarkon took the castle, and, with the child and the Ring in his care, journeyed to a far off land, where he raised the boy as his own.

Eighteen years later, Tsarkon still searches for Eric's son, who has grown to a young man, unaware of his true identity. Thus begins *Sword of Vermilion*, the most ambitious role-playing, action adventure game ever produced for Sega Genesis. Cast as the son of King Eric, the player is immediately summoned to Blade's deathbed, where the aged servant confesses the truth of your royal origins and sends you off to fulfill your destiny.

Sword of Vermilion blends state-of-the-art sound and graphics with action and role-playing elements to forge a superb adventure! We'll strategize it for you in the next issue of Sega Visions.



PAPERBOY
Master System



Paperboy, the popular arcade game in which players assume the role of a newspaper delivery boy, with a tight schedule and a parade of obstacles, is pedalling its way to the Sega Master System!

The life of a paperboy is not an easy one in the small town in which this game is set. The traffic at the intersections may be sporadic, but some of the drivers are downright reckless. Pets and children run free, lawnmowers roll onto the sidewalk, and there are radios and other household items strewn everywhere!

The object of the game is to deliver newspapers to the homes of subscribers. To do this, the bicycling paperboy must pick up packages of bundled newspapers and toss them onto each subscribers' front porch while avoiding the numerous hazards that lie in wait for him.

The graphics are super, recreating the exact look and feel of the arcade original. There's even a special bonus screen in which the player gets to really show his or her stuff by flinging newspapers at a series of bullseye-style targets! Available in late December at retail stores.

JAMES "BUSTER" DOUGLAS BOXING
Genesis System

He's the man who knocked out the seemingly-invincible "Iron" Mike Tyson; a semi-unknown heavyweight who rocked the boxing world by stepping out of nowhere to become World Heavyweight Champion. He's James "Buster" Douglas, star of the hottest new boxing simulation in town!

James "Buster" Douglas Boxing uses the largest on-screen characters ever seen in any video game. Every physical detail of the amazingly realistic-looking combatants is reproduced, from facial features to the curve of each muscle. Seen from side perspective, the gladiators can move forward or backwards and can throw an incredible variety of punches.

The player controls Buster, who must defeat a gallery of brutal boxers on his way to the title, then defend the belt against a parade of even tougher opposition, including the infamous "Iron Head," the toughest battler of them all!

Boxing has never seemed more authentic than it does in *James Buster Douglas Boxing,* coming soon to the Sega Genesis System!



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Arcade action hits home!

As a ghostly aviator, travel through time to defend a small South Pacific island. Your bi-plane is equipped with such futuristic weapons as wide-range machine guns, red power lasers, air-to-air/air-to-ground missiles, and the deadly green "shark" ray.

Your skill as a pilot is challenged at every moment as you fly straight into the jaws of the enemy! So grit your teeth, lower your goggles, and take to the skies with the vertical scrolling arcade hit — *Fire Shark*!

SEGA GENESIS™

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Target Earth™

Blast into futuristic adventure!

You are Rex, Commander of the Earth Defense League, sent to defend your people against an enemy cyborg invasion. In your Assault Suit, you control the most powerful weapons known to man.

Beginning on Jupiter's Ganymede moon, 8 specific missions carry you through space and back to Earth. Complete each level to learn the shocking story behind your main adversary, the evil cyborg Rance.





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